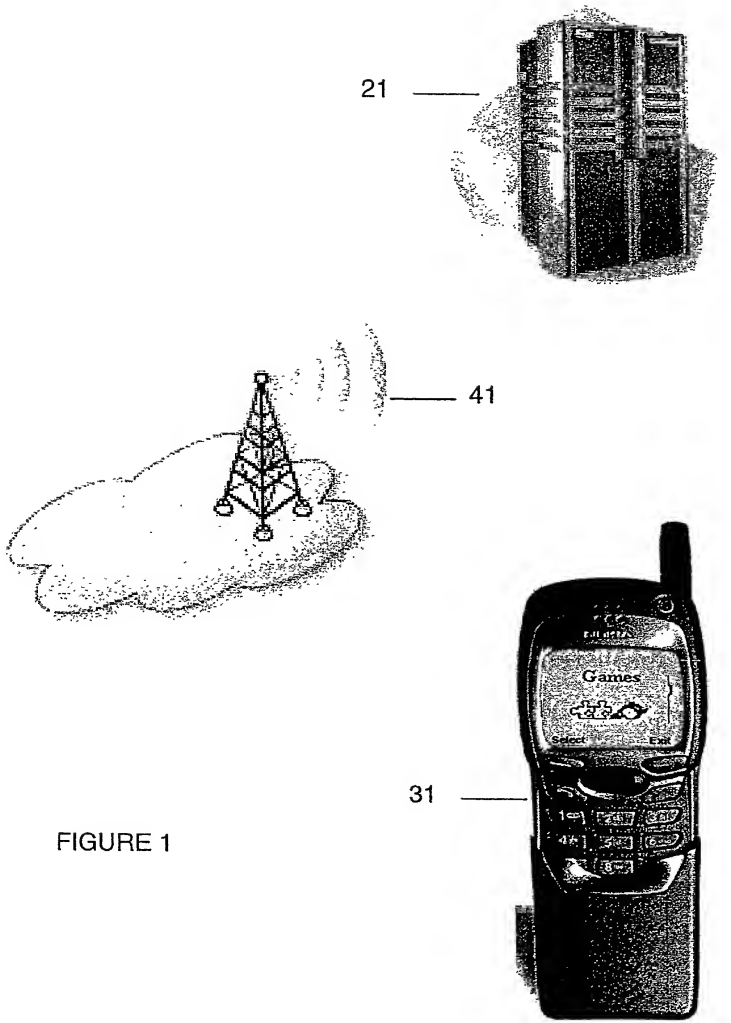

FIGURE 1

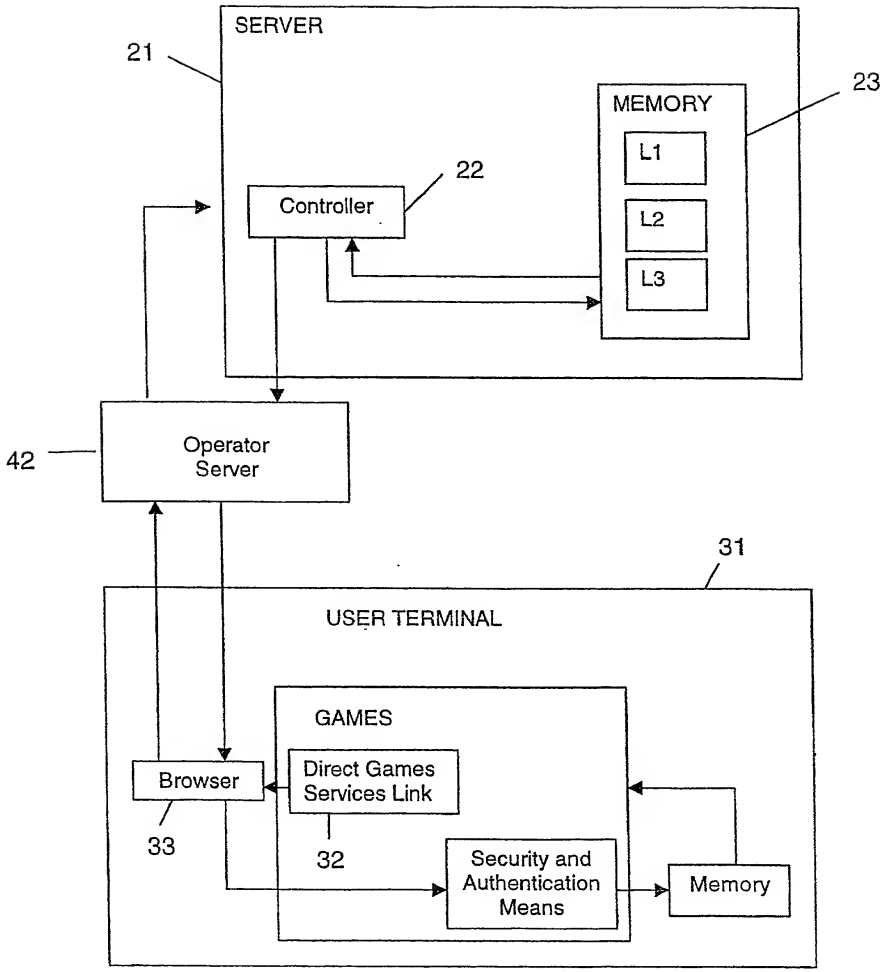
SERVER
21
MEMORY
23
L1
L2
L3
22
Controller
42
Operator Server
31
USER TERMINAL
GAMES
Browser
Direct Games Services Link
33
32
Security and Authentication Means
Memory

FIGURE 2

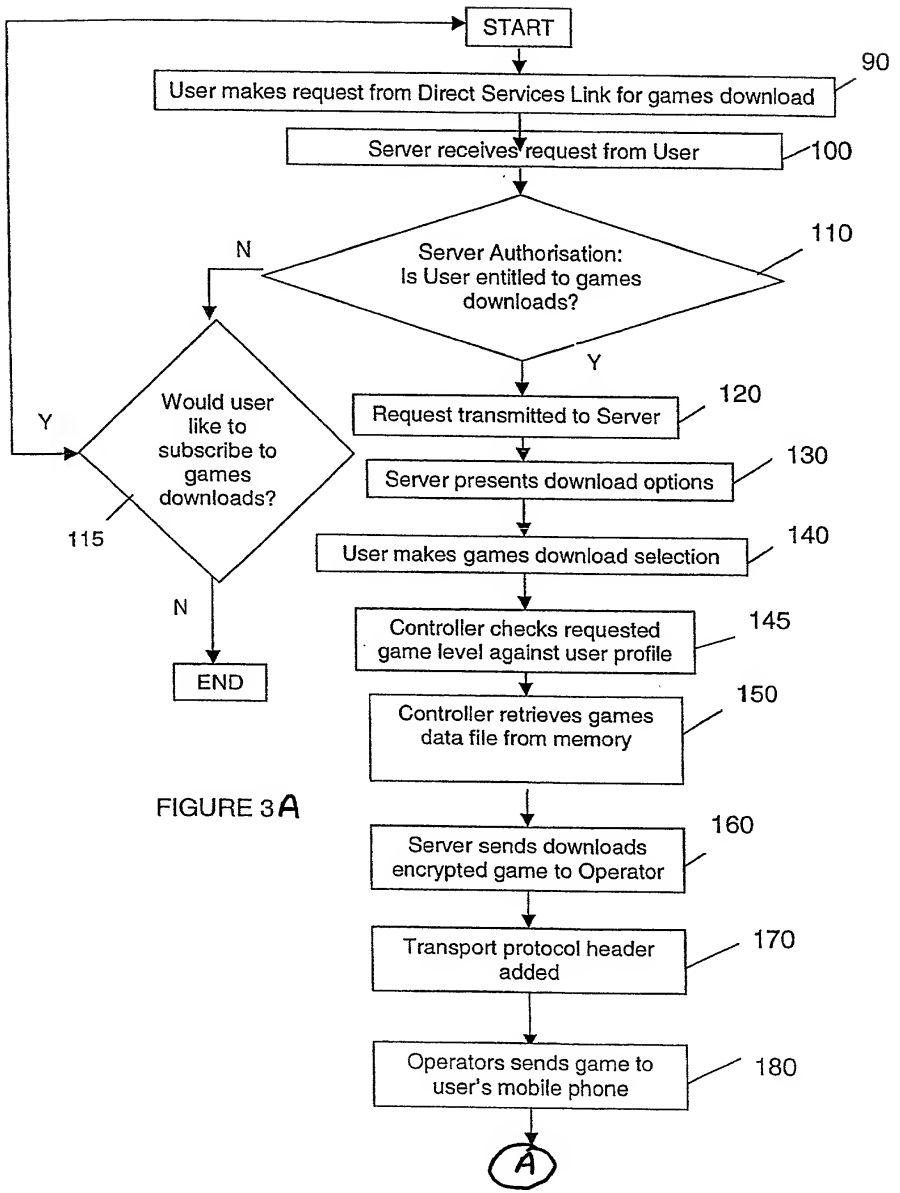
START
User makes request from Direct Services Link for games download
90
Server receives request from User
100
Server Authorisation: Is User entitled to games downloads?
110
N
Y
Would user like to subscribe to games downloads?
115
Y
N
END
Request transmitted to Server
120
Server presents download options
130
User makes games download selection
140
Controller checks requested game level against user profile
145
Controller retrieves games data file from memory
150
Server sends downloads encrypted game to Operator
160
Transport protocol header added
170
Operators sends game to user's mobile phone
180
A

FIGURE 3A

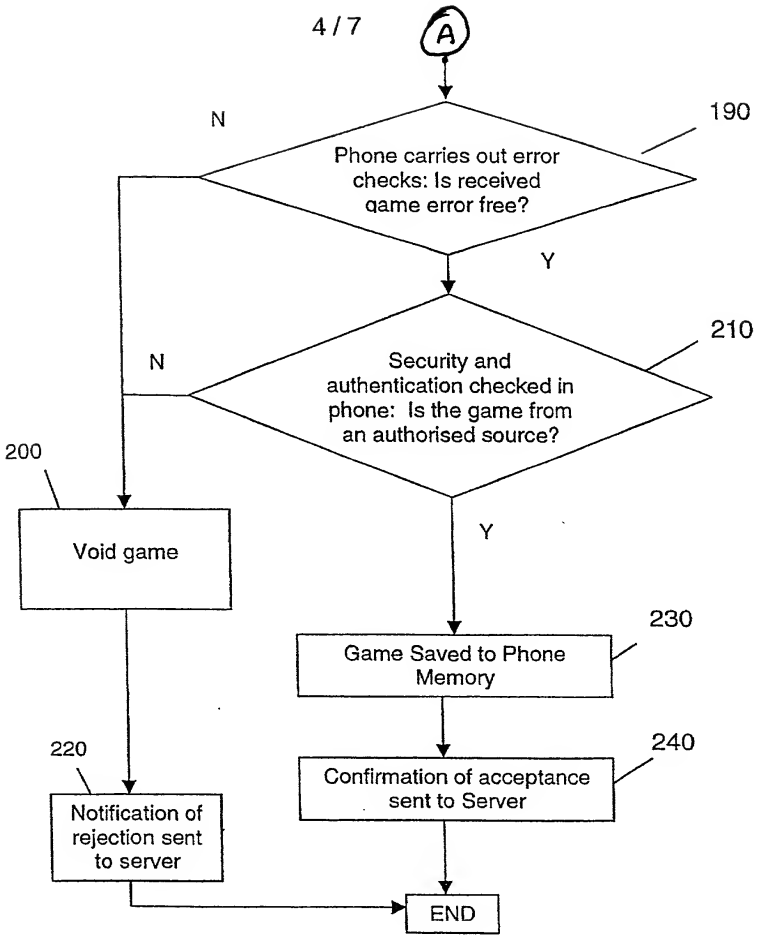
A
N
190
Phone carries out error checks: Is received game error free?
Y
N
210
Security and authentication checked in phone: Is the game from an authorised source?
200
Void game
Y
230
Game Saved to Phone Memory
220
240
Confirmation of acceptance sent to Server
Notification of rejection sent to server
END

FIGURE 3B

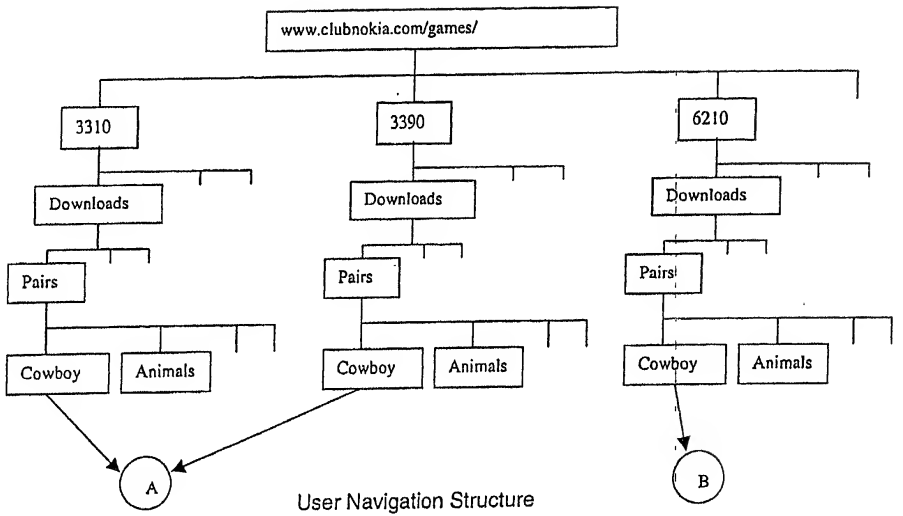
www.clubnokia.com/games/
3310
3390
6210
Downloads
Downloads
Downloads
Pairs
Pairs
Pairs
Cowboy
Animals
Cowboy
Animals
Cowboy
Animals
A
B
User Navigation Structure

FIGURE 4

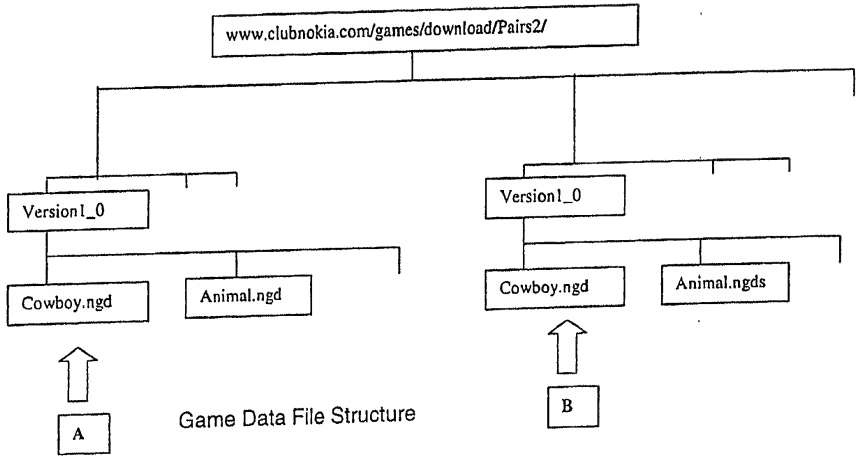
www.clubnokia.com/games/download/Pairs2/
Version1_0
Cowboy.ngd
Animal.ngd
A
Version1_0
Cowboy.ngd
Animal.ngds
B
Game Data File Structure

FIGURE 5

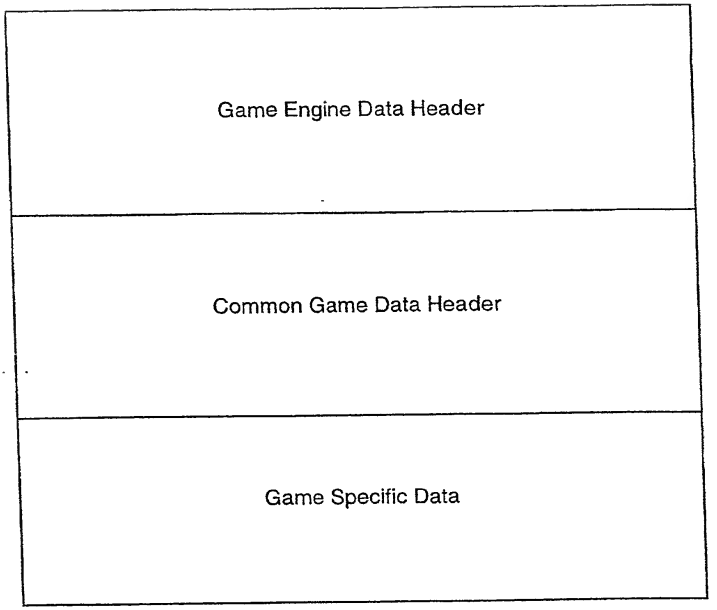
Game Engine Data Header
Common Game Data Header
Game Specific Data

FIGURE 6